

**In the Claims:**

1. (Currently Amended) A method comprising:  
monitoring for an occurrence of a virtual event generated by an interaction with a first virtual entity within a virtual reality environment;  
selecting a communications function based at least in part on conditional data; and  
initiating the communications function that has been associated with the virtual event upon the occurrence of the virtual event;  
wherein the communications function provides for communications with a real world entity associated with the first virtual entity such that the communications function is set up outside the virtual reality environment and the communication function is not routed through ~~occurs outside~~ the virtual reality environment.
2. (Original) The method of claim 1 wherein the virtual event is generated by a second virtual entity interacting with the first virtual entity within the virtual reality environment, and initiating the communications function comprises initiating a communication between real world entities associated with the first and second virtual entities upon occurrence of the virtual event.
3. (Original) The method of claim 1 wherein the virtual event comprises an interaction between a second virtual entity and the first virtual entity within the virtual reality environment, and further wherein initiating the communications function comprises initiating a telephony session between real world entities associated with the first and second virtual entities.
4. (Original) The method of claim 3 wherein initiating the telephony session comprises initiating telecommunications between a first telecommunications device associated with the first virtual entity and a second telecommunications device associated with the second virtual entity.
5. (Original) The method of claim 1 wherein the first virtual entity is associated with a first telecommunications device, and further wherein initiating the communications function comprises initiating a telecommunications call to the first telecommunications device.

6. (Original) The method of claim 1 wherein the virtual event is generated by an interaction between a second virtual entity and the first virtual entity within the virtual reality environment, and further wherein initiating the communications function comprises initiating an email message from a computer system associated with the second virtual entity to a computer system associated with the first virtual entity.

7. (Original) The method of claim 1 wherein the virtual event is generated by an interaction between a second virtual entity and the first virtual entity within the virtual reality environment, and further wherein initiating the communications function comprises initiating an electronic file transfer between a computer system associated with the second virtual entity and a computer system associated with the first virtual entity.

8. (Original) The method of claim 1 wherein the virtual event is generated by an interaction between a second virtual entity and the first virtual entity within the virtual reality environment, and further wherein initiating the communications function comprises pushing a representation of a graphical environment at a computer system associated with the second virtual entity to a computer system associated with the first virtual entity.

9. (Previously Presented) The method of claim 7 further comprising:  
defining a plurality of events that can be generated by a plurality of different interactions between the first and second virtual entities;

associating respective ones of the plurality of events with respective ones of a plurality of communication functions;

identifying a specific one of the plurality of events upon occurrence of one of the plurality of events;

selecting a corresponding one of the plurality of communication functions from among the plurality of communication functions based on the specific one of the plurality of events; and  
initiating the corresponding one of the plurality of communication functions.

10. (Previously Presented) The method of claim 1 further comprising:

defining at least one additional communications function associated with the virtual event;

defining a criteria for determining whether to initiate the communications function or the at least one additional communications function;

evaluating the criteria upon occurrence of the virtual event; and

initiating one of the communications function and the at least one additional communications function based on the evaluation of the criteria.

11. (Previously Presented) The method of claim 52 wherein the criteria is a known location of a user associated with the first virtual entity.

12. (Previously Presented) The method of claim 52 wherein the virtual event is generated by an interaction between a second virtual entity and the first virtual entity within the virtual reality environment, and further wherein the criteria is a known location of a user associated with the second virtual entity.

13. (Previously Presented) The method of claim 52 wherein the criteria is a time of day.

14. (Original) The method of claim 1 wherein the virtual event is generated by an interaction between a second virtual entity and the first virtual entity within the virtual reality environment, and further comprising:

initiating a telephony session between a first user associated with the first virtual entity and a second user associated with the second virtual entity using a first contact number for the first user during a first period of time; and

initiating a telephony session between the first user associated with the first virtual entity and the second user associated with the second virtual entity using a second contact number for the first user during a second period of time.

15. (Previously Presented) The method of claim 1 wherein initiating the communications function comprises one in a group of actions consisting of initiating a telephony session, initiating a computer application, initiating an email transmission, initiating an electronic file

transfer, initiating an electronic conference, initiating an electronic data sharing session, and initiating a virtual environment working session.

16. (Currently Amended) A method comprising:  
representing a real world entity as at least one virtual entity within a virtual environment;  
associating at least one communications function relevant to the real world entity with a defined virtual event that can be generated by interacting with the at least one virtual entity; and  
selecting the at least one communications function based at least in part on conditional data such that the at least one communications function is set up outside the virtual reality environment and the communication function is not routed through ~~occurs outside the virtual reality environment~~.

17. (Previously Presented) The method of claim 16 further comprising:  
monitoring for an occurrence of the defined virtual event; and  
initiating the at least one communications function upon the occurrence of the defined virtual event.

18. (Previously Presented) The method of claim 16 wherein the defined virtual event is generated by an interaction between the at least one virtual entity and an additional virtual entity associated with another real world entity, and initiating the at least one communications function comprises initiating a communication between the real world entity associated with the at least one virtual entity and the real world entity associated with the additional virtual entity upon occurrence of the defined virtual event.

19. (Previously Presented) The method of claim 16 wherein associating at least one communications function relevant to the real world entity with a defined virtual event that can be generated by interacting with the at least one virtual entity comprises:  
associating a plurality of communications functions relevant to the real world entity with the defined virtual event; and  
defining at least one criteria, said at least one criteria related to the conditional data for selecting a preferred communications function from the plurality of communications functions.

20. (Original) The method of claim 19 further comprising:  
evaluating the at least one criteria upon occurrence of the defined virtual event to  
determine the preferred communications function; and  
initiating the preferred communications function.
21. (Original) The method of claim 20 wherein initiating the at least one communications  
functions comprises initiating at least one in a group of actions consisting of initiating a  
telephony session, initiating a computer application, initiating an email transmission, initiating an  
electronic file transfer, initiating an electronic conference, initiating an electronic data sharing  
session, and initiating a virtual environment working session.
22. (Original) The method of claim 16 further comprising:  
associating respective ones of a plurality of communications functions relevant to the real  
world entity with corresponding ones of a plurality of defined virtual events that can be  
generated by different interactions with the at least one virtual entity;  
selecting a corresponding one of the plurality of communications functions upon  
occurrence of a given one of the plurality of defined virtual events; and  
initiating the corresponding one of the plurality of communications functions.
23. (Original) The method of claim 16 wherein representing a real world entity as at least one  
virtual entity within a virtual environment comprises representing the real world entity with a  
plurality of virtual entities, and further wherein associating at least one communications function  
relevant to the real world entity with a defined virtual event that can be generated by interacting  
with the at least one virtual entity comprises associating respective ones of a plurality of  
communications functions with respective ones of the plurality of virtual entities.
24. (Currently Amended) A method comprising:  
associating a virtual entity in a virtual reality environment with a person;  
linking a virtual event defined for the virtual entity with a desired communications  
function relevant to the person based at least in part on conditional data;

monitoring for an occurrence of the virtual event;  
monitoring conditions to determine the conditional data; and  
initiating the desired communications function upon occurrence of the virtual event and the conditional data such that the desired communications function is set up outside the virtual reality environment and the communication function is not routed through ~~occurs outside the~~ virtual reality environment.

25. (Previously Presented) The method of claim 24 further comprising:  
linking the virtual event defined for the virtual entity with a plurality of communications functions;  
defining at least one criteria related to the conditional data for selecting a preferred one of the plurality of communications functions at a given time;  
evaluating the at least one criteria upon occurrence of the virtual event to determine the preferred one of the plurality of communications functions; and  
initiating the preferred one of the plurality of communications functions.

26. (Currently Amended) A computer readable media comprising software for instructing a computer to:  
monitor for an event notification signifying an event occurring within a virtual reality environment;  
monitor for a condition relating to conditional data;  
associate the event notification with a desired communications function; and  
initiate the desired communications function upon occurrence of the event notification and the conditional data,  
wherein the desired communications function provides for communications with a real world entity associated with virtual entity represented in the virtual reality environment such that the desired communications function is set up outside the virtual reality environment and the communication function is not routed through ~~occurs outside the~~ virtual reality environment.

27. (Previously Presented) The computer readable media of claim 26 wherein the instructions to monitor for the event notification include monitoring for the occurrence of the event generated

by an interaction between a first virtual entity and a second virtual entity, and the instructions to initiate the desired communications function include initiating a communication between real world entities associated with the first and second virtual entities upon occurrence of the event notification.

28. (Original) The computer readable media of claim 26 for further instructing the computer to:

- process event data received as part of the event notification;
- determine information bearing on execution of the desired communications function from the event data;
- configure initiation information using the information bearing on the execution of the desired communications function; and
- initiate the desired communications function using the initiating information.

29. (Previously Presented) The computer readable media of claim 26 for further instructing the computer to:

- process the event notification to identify an occurrence of a certain event within the virtual reality environment;
- select one from a plurality of desired communications functions based on identifying the occurrence of the certain event; and
- initiate the one desired communications function selected from the plurality of desired communications functions.

30. (Original) The computer readable media of claim 26 for further instructing the computer to:

- process the event notification to identify a specific event;
- determine a specific desired communications function corresponding to the specific event; and
- initiate the specific desired communications function.

31. (Previously Presented) The computer readable media of claim 26 wherein instructing the computer to monitor for a condition relating to conditional data comprises determining a status condition associated with the desired communications function upon receipt of the event notification; and

modifying the desired communications function based on the status condition.

32. (Original) The computer readable media of claim 31 wherein said instruction to determine the status condition comprises determining a system time.

33. (Original) The computer readable media of claim 32 wherein said instruction to modify the desired communications function based on the status condition comprises initiating the desired communications function using different initiation information for different times.

34. (Original) The computer readable media of claim 32 wherein said instruction to modify the desired communications function based on the status condition comprises initiating the desired communications function on a different one of a number of associated communications systems at different times.

35. (Currently Amended) A computer readable media comprising software for instructing a computer system to:

interface with a virtual reality environment to receive event notifications generated by events within a virtual reality environment;

monitor for conditions relating to conditional data

associate a particular one of the event notifications and the conditional data with a particular communications function; and

initiate the particular communications function upon receipt of the particular one of the event notifications and the conditional data such that the particular communications function is set up outside the virtual reality environment and the communication function is not routed through ~~occurs outside~~ the virtual reality environment.



36. (Original) The computer readable media of claim 35 for further instructing the computer system to:

associate the particular one of the event notifications with a plurality of communications functions;

determine a preferred one of the plurality of communications functions upon occurrence of the particular one of the event notifications based on evaluating at least one defined criteria; and

initiating the preferred one of the plurality of communications function.

37. (Original) The computer readable media of claim 36 for further instructing the computer system to receive information from a user identifying the plurality of communications functions.

38. (Canceled).

39. (Original) The computer readable media of claim 35 for further instructing the computer system to:

receive configuration information from a user associated with the particular one of the event notifications; and

configure the particular communications function based on the configuration information.

40. (Original) The computer readable media of claim 35 for further instructing the computer system to select one of a plurality of communications functions as the particular communications function based on a configuration value upon occurrence of the particular one of the event notifications.

41. (Original) The computer readable media of claim 40 for further instructing the computer system to receive information determining the configuration value from a user associated with the particular one of the event notifications.

42. (Currently Amended) A virtual reality interface system comprising:

a first communications interface adapted to receive an event notification from a virtual reality system, said event notification associated with conditional data;

a processing system adapted to determine a desired communications function based on the event notification and the conditional data; and

a second communications interface adapted to provide initiating information sufficient to initiate the desired communications function such that the desired communications function is set up outside the virtual reality environment and the communication function is not routed through ~~occurs outside~~ the virtual reality environment.

43. (Original) The system of claim 42 wherein the first communications interface comprises a network communications interface adapted to transfer information between a virtual reality system server and said virtual reality interface system.

44. (Original) The system of claim 42 wherein said second communications interface comprises a network communications interface adapted to transfer the information sufficient to initiate the desired communications function between said virtual reality interface system and at least one networked computer system associated with the desired communications function.

45. (Previously Presented) The system of claim 42 wherein said virtual reality interface system hosts virtual reality environment software, and further wherein said first communications interface comprises a software interface with the virtual reality environment software.

46. (Original) The system of claim 42 wherein the desired communications function is a computer telephony function, and further wherein said second communications interface is adapted to communicate with a computer telephony system.

47. (Currently Amended) A system comprising:

means for monitoring for an occurrence of a virtual event generated by an interaction between a first virtual entity and a second virtual entity within a virtual reality environment;

means for selecting a communications function based at least in part on conditional data; and

means for initiating the communications function that has been associated with the virtual event involving the first virtual entity upon occurrence of the virtual event,

wherein the communications function provides for communications with a real world entity associated with one of the first and second virtual entities such that the communications function is set up outside the virtual reality environment and the communication function is not routed through ~~occurs outside~~ the virtual reality environment.

48. (Previously Presented) The system of claim 47 said means for monitoring for the occurrence of the virtual event monitors for the occurrence of the virtual event generated by an interaction between the first virtual entity and a second virtual entity, and said means for initiating the communications function initiates the communication between real world entities associated with the first and second virtual entities upon occurrence of the virtual event.

49. (Previously Presented) The method of claim 1 wherein monitoring for an occurrence of a virtual event generated by an interaction with a first virtual entity comprises monitoring for the occurrence of the virtual event generated by the interaction with the first virtual entity selected from the group consisting of: a virtual object and a virtual location.

50. (Previously Presented) The method of claim 1 wherein selecting a communications function based at least in part on conditional data comprises selecting a communications function based on conditional data selected from the group consisting of: system time, system date, real world location of a first real world entity associated with the first virtual entity, and type of first virtual entity with which the interaction occurs.

51. (Previously Presented) The method of claim 1 wherein selecting a communications function comprises selecting from the group consisting of: email and file transfer.

52. (Previously Presented) The method of claim 10 wherein the criteria relates to the conditional data.

53. (Previously Presented) The method of claim 10 wherein the criteria does not relate to the conditional data.